

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method for streaming media data to a client, said method comprising ~~the steps of~~:

[[a]] encoding an item of content comprising said media data to be streamed to said client into a first multiple description bitstream and into a second multiple description bitstream, wherein said first multiple description bitstream and said second multiple description bitstream are decodable independent of one another; and

[[b]] distributing said first and second multiple description bitstreams to a plurality of servers placed at intermediate nodes throughout a network, such that said client is provided with access to said media data via a plurality of transmission paths.

2. (Currently Amended) The method for streaming media data to a client as recited in Claim 1, wherein said encoding further step a) comprises:

encoding said item of media data to be streamed to said client into a first and a second complementary multiple description bitstream wherein each of said first and second complementary multiple description bitstreams is independently useful to said client, and wherein each of said first and second complementary multiple description bitstreams contains complementary information.

3. (Currently Amended) The method for streaming media data to a client as recited in said step a) of Claim 1, wherein said item of media data to be streamed to said client is encoded into a said first and a second complementary multiple description bitstream bitstreams wherein each of said first and second complementary multiple description bitstreams is are of substantially equal importance during decoding.

4. (Currently Amended) The method for streaming media data to a client as recited in Claim 1, wherein said encoding further step a) comprises:

encoding said item of media data ~~to be streamed to said client~~ into a first and a second complementary multiple description bitstream wherein each both of said first and second complementary multiple description bitstreams does not include encoded media data that is included in the other of said first and second complementary multiple description bitstreams require a combined bitrate as great as twice the total bitrate required by a conventional coding algorithm.

5. (Currently Amended) The method for streaming media data to a client as recited in ~~said step a)~~ of Claim 1, wherein said item of media data ~~to be streamed to said client~~ is selected from the group consisting of comprising audio-based data, speech-based data, image-based data, graphic data, and web page-based data.

6. (Currently Amended) The method for streaming media data to a client as recited in Claim 1, wherein said distributing further step b) comprises:

distributing said first multiple description bitstream to a first server and distributing said second multiple description bitstream to a second server.

7. (Original) The method for streaming media data to a client as recited in Claim 1, wherein said client is a mobile client.

8. (Currently Amended) The method for streaming media data to a client as recited in Claim 7, wherein said distributing further step b) comprises:

distributing said first and second multiple description bitstreams to servers placed along a wired/wireless gateway.

9. (Original) The method for streaming media data to a client as recited in Claim 1, wherein said method does not require complete duplication of said media data in order to achieve path diversity.

10. (Currently Amended) The method for streaming media data to a client as recited in Claim 1, wherein said method is performed in a network system selected from the group consisting of comprising: wired and wired networks; wired and wireless networks; wireless and wired networks; and wireless and wireless networks.

11. (Currently Amended) A method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client, said method comprising the steps of:

[[a]] encoding an item comprising said media data to be streamed to said client into a first complementary multiple description bitstream and into a second complementary multiple description bitstream, each of said first and second complementary multiple description bitstreams containing complementary information not included in the other of said first and second complementary multiple description bitstreams, and wherein each of said first and second complementary multiple description bitstreams is independently useful to said client independent of the other of said first and second complementary multiple description bitstreams [[,]]; and

[[b]] distributing said first complementary multiple description bitstream and said second complementary multiple description bitstream to a plurality of servers placed at intermediate nodes throughout a network, such that said client is provided with access to said media data via a plurality of transmission paths such that path diversity is achieved thereby ~~eliminating potential single points of failure.~~

12. (Currently Amended) The method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client as recited in ~~said step a)~~ of Claim 11, ~~wherein said media data to be stream to said client is encoded into said first complementary multiple description bitstream and said second complementary multiple description bitstream~~ wherein each of said first and second complementary multiple description bitstreams is of substantially equal importance in decoding.

13. (Currently Amended) The method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client as recited in Claim 11, ~~wherein said step a) comprises:~~

~~encoding said media data to be stream to said client into said first and second complementary multiple description bitstreams~~ wherein each ~~both~~ of said first and second complementary multiple description bitstreams does not include encoded media data that is included in the other of said first and second complementary multiple description bitstreams ~~require a combined bitrate as great as twice the total bitrate required by a conventional coding algorithm.~~

14. (Currently Amended) The method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client as recited in ~~said step a)~~ of Claim 11, wherein said media data ~~to be streamed to said client~~ is selected from the group consisting of comprising audio-based data, speech-based data, image-based data, graphic data, and web page-based data.

15. (Currently Amended) The method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client as recited in Claim 11, wherein said distributing further step b) comprises:

distributing said first complementary multiple description bitstream to a first server and distributing said second complementary multiple description bitstream to a second server.

16. (Original) The method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client as recited in Claim 11, wherein said client is a mobile client.

17. (Currently Amended) The method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client as recited in Claim 16, wherein said distributing further step b) comprises:

distributing said first complementary multiple description bitstream and said second complementary multiple description bitstream to servers placed along a wired/wireless gateway.

18. (Original) The method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client as recited in Claim 11, wherein said method does not require complete duplication of said media data in order to achieve path diversity.

19. (Currently Amended) The method for achieving reliability and efficiency and for reducing single points of failure in the streaming of media data to a client as recited in Claim 11, wherein said method is performed in a network system selected from the group consisting of comprising: wired and wired networks; wired and wireless networks; wireless and wired networks; and wireless and wireless networks.

20. (Currently Amended) A system for streaming media data to a client, said system comprising:

a first server having memory coupled thereto, said first server adapted to be coupled to a network, said memory coupled to said first server having a first multiple description bitstream of encoded said media data stored thereon, said first server adapted to transmit said first multiple description bitstream of encoded said media data to a client via a first path; and

a second server having memory coupled thereto, said second server adapted to be coupled to said network, said memory coupled to said second server having a second multiple description bitstream of encoded said media data stored thereon, said second server adapted to transmit said second multiple description bitstream of encoded said media data to said client via a second path, wherein said first multiple description bitstream and said second multiple description bitstream are decodable independent of one another.

21. (Original) The system for streaming media data to a client of Claim 20 further comprising:

a content server coupled to said first server and said second server, said content server adapted to provide said first multiple description bitstream of encoded said media data to said memory coupled to said first server, said content server further adapted to provide said second multiple description bitstream of encoded said media data to said memory coupled to said second server.

22. (Currently Amended) The system for streaming media data to a client of Claim 20, wherein said media data is selected from the group consisting of comprising audio-based data, speech-based data, image-based data, graphic data, and web page-based data.

23. (Original) The system for streaming media data to a client of Claim 20, wherein said client is a mobile client.

24. (Original) The system for streaming media data to a client of Claim 23 wherein said first server is placed along a wired/wireless gateway of a network.

25. (Original) The system for streaming media data to a client of Claim 20 wherein said second server is placed along a wired/wireless gateway of a network.

26. (Currently Amended) The system for streaming media data to a client of Claim 20 wherein first server and said second server reside within a network system selected from the group consisting of ~~comprising~~: wired and wired networks; wired and wireless networks; wireless and wired networks; and wireless and wireless networks.